## AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior revisions, and listings, of claims in the application.

**Listing of Claims:**

1. (*Previously Presented*) In a system for providing a game service to a plurality of users, an online game service system comprising:

a user behavior pattern database, the user behavior pattern database storing at least one behavior pattern classification reference for classifying user behavior patterns and game behavior pattern information of the users;

a channel database, the channel database storing random channels for at least one game and data on game rooms generated at the random channels;

a channel server, the channel server selecting one of the random channels in the channel database according to the respective users' game behavior pattern information stored in the user behavior pattern database, the channel server providing data on game rooms generated in the selected random channel, and the channel server controlling access to a selected game room when the user selects the game room; and

a game server, the game server providing a game service to the users who have entered respective game rooms by the channel server, the game server monitoring respective users' actual playing of the game, analyzing how the respective users have played the game based upon game skill and patterns of the play and determining game behavior patterns of the respective users by using the at least one behavior pattern reference stored in the user behavior pattern

database based on the respective users' actual playing of the game, and the game server storing

the determined game behavior patterns in the user behavior pattern database.


2. (*Previously Presented*)  The online game service system of claim 1, wherein the user

behavior pattern database comprises:

a user behavior pattern reference database for storing the at least one behavior pattern

classification references for classifying game behavior patterns; and

a user behavior pattern information database for storing the behavior pattern

classification information for respective users.


3. (*Previously Presented*)  The online game service system of claim 1, wherein the

channel server controls access to the random channel for the users who have the same or similar

game behavior patterns.


4. (*Previously Presented*)  The online game service system of claim 1, wherein the

game service is a computer card game and the patterns of the play includes patterns of the

respective users' betting.


5-7. (*Cancelled*)

8. (*Previously Presented*) The online game service system of claim 1, wherein the channel database further stores a list of general channels for each channel and data on game rooms generated at the general channel, and

the channel server refers to the channel database and provides data on the general channel for each channel and game rooms generated at the general channel, and controls the user to play the game through the game server in the selected game room when the user selects a specific game room in the general channel.

9. (*Previously Presented*) The online game service system of claim 1, wherein the channel server comprises:

a channel displaying component, the channel displaying component displaying a channel display for entrance to a random channel to the user by referring to the channel database;

a random channel controller, the random channel controller controlling the user to select and enter one of the random channels in the channel database according to the corresponding user's game behavior pattern stored in the user behavior pattern database when the entrance to the random channel is selected through the channel displaying component;

a game room displaying component, the game room displaying component displaying a list of game rooms in a determined random channel to the user by referring to the channel database when the random channel is determined by the random channel controller; and

a channel controller, the channel controller controlling the user to enter the random channel and select and enter a game room in the corresponding channel by controlling the

channel displaying component, the random channel controller, and the game room displaying

component.

10. (*Previously Presented*) The online game service system of claim 9, wherein the

random channel controller comprises:

a user behavior pattern determination module, the user behavior pattern determination

module determining a game behavior pattern classification of the user having selected the

random channel by referring to the user behavior pattern database; and

a channel determination module, the channel determination module determining a

random channel that the corresponding user will enter from among the random channels in the

channel database based on the users' behavior pattern classifications determined by the user

behavior pattern determination module.

11. (*Previously Presented*) The online game service system of claim 1, wherein the

Internet game service system comprises:

a user behavior pattern monitoring module, the user behavior pattern monitoring

module monitoring the users' behavior patterns of playing the game by referring to the respective

behavior pattern references in the user behavior pattern database;

a user behavior pattern determination module, the user behavior pattern determination

module finally determining the respective users' behavior patterns of playing the game by using

game behavior pattern information of the users monitored by the user behavior pattern monitor

while the users play the game or when the game is over;

a user behavior pattern recording module, the user behavior pattern recording module storing the respective users' behavior patterns of playing the game determined by the user behavior pattern determination module in the user behavior pattern database for the respective users; and

a game controller, the game controller controlling the progress of the game by referring to a game rule established for each game so that the users may play the game, and controlling the respective users' behavior patterns of playing the game determined by the user behavior pattern monitor and the user behavior pattern determination module to be recorded in the user behavior pattern database through the user behavior pattern recording module while the users play the game or when the game is over.

12. (*Currently amended*) In a method for providing a game service to a plurality of users, [[an]] a computer-implemented online game service method comprising:

monitoring respective users' actual playing of a game;

analyzing how the respective users have played the game based upon game skill and patterns of the play;

determining a user's game behavior pattern for the game selected by the user based on the user's actual playing of the game;

selecting a specific random channel according to the determined game behavior pattern of the user wherein the step of selecting a specific random channel is performed by a channel server;

displaying game rooms in the selected specific random channel to the user and controlling the user to select one of the game rooms; and

controlling users to play the game in the game room at the specific random channel selected by the user, and concurrently analyzing and recording game behavior patterns of users who play the game.


13. (*Previously Presented*) The online game service method of claim 12, further comprising:

displaying a list of general channels for the game selected by the user and an entrance to the random channel; and

receiving the user's game behavior pattern from a storage unit storing users' game behavior patterns when a display for the entrance to the random channel is selected by the user.


14. (*Previously Presented*) The online game service method of claim 12, wherein the step of selecting a specific random channel comprises selecting the random channel so that the users who have the same or similar game behavior patterns may enter the same random channel.


15. (*Previously Presented*) The online game service method of claim 14, wherein an empty random channel is selected when no random channel that the users who have the same or similar game behavior patterns have entered is provided.

16. (*Previously Presented*) The online game service method of claim 14, wherein one of random channels is automatically randomly selected when a plurality of random channels that the users who have the same or similar game behavior patterns have entered are provided.

17. (*Previously Presented*) The online game service method of claim 14, wherein game behavior pattern information other than the user's game behavior pattern information used when the user have entered the random channel is used when the random channel for the user is selected.

18. (*Canceled*)

19. (*Previously Presented*) The online game service method of claim 12 wherein the game service is a computer card game and the patterns of the play includes patterns of the respective users' betting.

20. (*Currently amended*) In a method for providing a game service to a plurality of users, [[an]] a computer-implemented online game service method comprising:

　　monitoring respective users' actual playing of a game;

　　analyzing how the respective users have played the game based upon game skill and patterns of the play;

　　determining a user's game behavior pattern for a game selected by the user based on the user's actual playing of the game;

selecting a specific random channel according to the determined user's game behavior pattern <u>wherein the step of selecting a specific random channel is performed by a channel server</u>;

displaying game rooms in the selected specific random channel to the user and controlling the user to select one of the game rooms; and

controlling the users to play the game in the game room at the specific random channel selected by the user, and concurrently analyzing and recording game behavior patterns of the users who play the game,

wherein the users' game behavior pattern references include at least one of a classification of collaborative users for deceit, a classification following game usage, and a classification depending on bets.

21-22. (*Canceled*)